

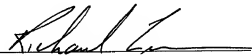
SOLE INVENTOR

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Richard Zimmermann

**APPLICATION FOR
UNITED STATES LETTERS PATENT**

S P E C I F I C A T I O N

TO ALL WHOM IT MAY CONCERN:

Be it known that I, David Lark, a citizen of The United States of America, residing at 2952 Aspendale Drive, Reno 89503, in the State of Nevada have invented a new and useful "Gaming Apparatus With Novel Display Technique," of which the following is a specification.

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GAMING APPARATUS WITH NOVEL DISPLAY TECHNIQUE

Background of the Invention

5 This invention relates to a gaming apparatus for playing games such as slots, poker, keno, bingo and blackjack. Conventional gaming units are typically provided with a cabinet and a gaming display mounted inside the cabinet. The gaming display may be mechanical, such as a series of stepper wheels, or may be electronic such as a video display that is capable of generating video images. Whether mechanical or
10 electronic, the gaming display may be capable of generating images associated with a game, such as poker, blackjack, slots, keno, or bingo.

While the gaming display is the primary functional component, many gaming units include one or more design or stylistic elements to attract a player's attention to the gaming unit. Design elements also can be incorporated into the gaming display.
15 In addition to attracting the player's attention, many gaming units incorporate additional stylistic or functional elements to keep the player's attention as long as possible by increasing the play value of the gaming unit. For example, a gaming unit may have a special or bonus mode that is triggered as a result of a certain outcome of the game. During the bonus mode, the gaming unit may run a different game or
20 provide increased value payouts, thereby enhancing the play value. During an attract mode, interesting images may be displayed to attract users. Overall, it is important to adequately attract and maintain player interest in the games.

Summary of the Invention

25 The invention is directed to a gaming apparatus which may include a cabinet with a front face, a gaming display supported inside the cabinet and positioned adjacent the cabinet front face so that the gaming display is viewable, the gaming display being operable to generate images and a controller operatively coupled to the gaming display. The controller may comprise a processor and a memory operatively coupled to the
30 processor. The controller may be programmed to allow a person to make a wager, cause an image associated with a game to be generated on the gaming display, to

determine an outcome of the game represented by the image and to determine a value payout associated with the outcome of the game. The controller also may be programmed to display on the gaming display a plurality of display elements which change from displaying portions of a first object to displaying a second display object. The game may be video poker, video slots, video blackjack, video keno or video bingo. The display element may be virtual playing cards, virtual keno number spaces or virtual bingo spaces.

The invention also is directed to a method to display images on a gaming device, which may sense for a triggering event, display a plurality of display elements which are portions of a first display object and progressively change the display elements from displaying the portion of the first display object to display a second display object wherein the portions of the first display object create a visually identifiable first display object. The game may be video poker, video slots, video blackjack, video keno or video bingo. The display element may be virtual playing cards, virtual keno number spaces or virtual bingo spaces.

In addition, the invention may be directed to a programmed memory that is capable of being used in connection with an electronic gaming apparatus that allows a person to play a game, that dispenses value to the person at the conclusion of the game, and that may have a processor, an input device, and a currency accepting mechanism. The programmed memory may have a first memory portion physically configured in accordance with computer program instructions that may cause the electronic gaming apparatus to allow a person to sense for a triggering event if the programmed memory were incorporated into the electronic gaming apparatus, a second memory portion physically configured in accordance with computer program instructions that may cause the electronic gaming apparatus to allow the person to display a plurality of display elements which are portions of a first display object if the programmed memory were incorporated into the electronic gaming apparatus and a third memory portion physically configured in accordance with computer program instructions that may cause the electronic gaming apparatus to progressively changing the display elements from displaying the portion of the first display object to display a second display object wherein the portions of the first display object may create a visually identifiable first